Figure 6 is an illustration of a constant heap descriptor;

Figure 7 is an illustration of a modifiable pointer descriptor pointing to an allocated constant heap descriptor;

Figure 8 is an illustration of the member functions available to members of the various descriptor classes;

Figures 9, 10 illustrate an example to construct a pointer descriptor for leftmost part of data;

Figures 11, 12 illustrate an example to construct a pointer descriptor for rightmost part of data;

Figures 13, 14 illustrate an example to create a new heap descriptor;

Figures 15, 16 illustrate an example to copy from a descriptor and justify;

Figure 17 illustrates an example to append a descriptor and justify;

Figure 18 illustrates an example to append part of a descriptor and justify; and

Figure 19 illustrates an example to append a zero terminator. --

On page 8, line 24, please delete ", a section of which is attached as Appendix 1."

On page 15, line 1, please delete "Detailed Description: Appendix 1."

On page 91, line 8, please replace "Fugure 11" with --Figure 11--.

On page 89, line 15, please replace "Fgure 10" with --Figure 10--.

On page 142, line 17, please replace "illustratedat" with --illustrated in--.

On page 166, line 1, please replace "Claims" with --WHAT IS CLAIMED IS:--.

IN THE CLAIMS:

Please cancel Claims 1-6 and 8-19 without prejudice.

Please add new Claims 20-38 as follows:

20. A computing device programmed with an object oriented operating system, in which the operating system is adapted to control objects related to text strings, wherein the operating system handles such objects as belonging to one of three classes, each class adapted to perform a different function and at least one such class modified to do so in a way that reduces code and cycle overhead.